Worksheet 4: Shapes project, while statements

For lab session 1.

General Steps

1. Open the shapes BlueJ example project
2. Open the file loopy-circles.txt (you will need this code in a moment).
3. In BlueJ, create a single circle object.
4. Now copy and paste the in loopy-circles.txt to the codepad and hit return. You should see the ball (circle) moving 20 times. If something goes wrong due to an earlier typing/copying mistake then fix the error in your text editor and reset the Virtual Machine (right-click on the VM indicator (see worksheet 1)) and copy and paste again.
5. Try changing the logic by removing the line that increments the count variable. Copy and paste the new code into the codepad. You might want to reset the (Virtual Machine) VM first. This is so that BlueJ doesn't complain about duplicate declarations of variables; it remembers what you entered last time, so you have to wipe its memory. You will also have to reset the VM to stop your program looping for ever!
6. Try changing the logic in other ways: perhaps have two circles of different colors.